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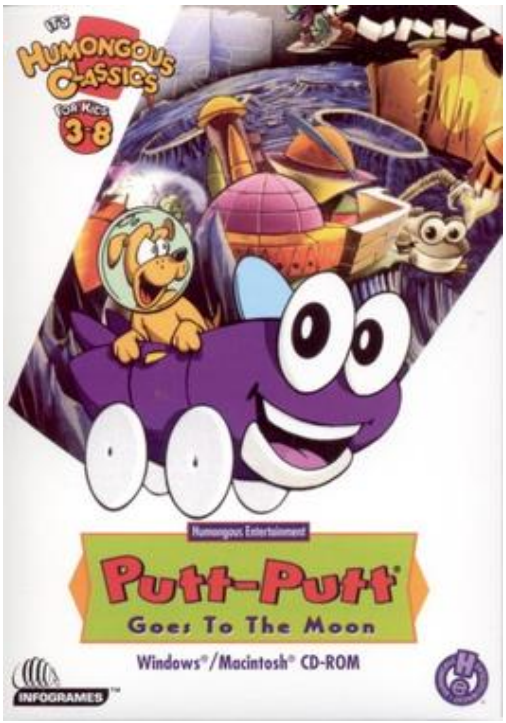
Putt-Putt Goes to the Moon

Putt-Putt Goes To The Moon is a 1993 children's point-and-click adventure game developed and published by Humongous Entertainment under its Junior Adventures label. In the game, the player must help Putt-Putt find pieces for a rocket ship that will allow him to return home from the moon.

The game is the second entry in the *Putt-Putt* series, being preceded by *Putt-Putt Joins the Parade* (1992) and followed by *Putt-Putt Saves the Zoo* (1995). It is the last Junior Adventures game to use pixel art graphics, with future games (starting with 1994's *Freddi Fish and the Case of the Missing Kelp Seeds*) instead utilizing hand-drawn animation.

Originally released on October 1, 1993 for MS-DOS, the game has been ported to the 3DO, Microsoft Windows, Macintosh OS, Linux, iOS, and Android. In 2014, the game was re-released on Steam.[1]

Putt-Putt Goes to the Moon



Rereleased Windows / Macintosh cover art featuring Putt-Putt and Pep (both foreground) and Rover (background)

Developer	Humongous Entertainment
Publisher	Humongous Entertainment[a]
Director	Ron Gilbert
Designers	Laurie Rose Bauman Annie Fox Ron Gilbert Shelley Day
Writers	Laurie Rose Bauman Annie Fox
Composer	George Sanger
Series	*Putt-Putt*
Engine	SCUMM
Platforms	MS-DOS, 3DO, Macintosh, Windows, Linux
Release	October 1, 1993

Plot

Putt-Putt and Pep are invited by a scientist named Mr. Firebird to visit his Fireworks Factory. At the factory, Pep chases a butterfly, only to cause a firecracker to emerge and launch Putt-Putt into outer space. Putt-Putt lands on the Moon, where he begins searching for a way to return home.

As Putt-Putt explores the Moon, he falls off an unstable bridge but is rescued by a lunar rover called Rover, who was left stranded on the Moon by astronauts. Rover then takes Putt-Putt to a nearby city called Moon City, where a rocket is on sale. The owners of the rocket give Putt-Putt a blueprint that shows all of the parts that are needed to fix it. Putt-Putt then sets out to collect these parts with Rover's help. After buying and fixing the rocket, Putt-Putt and Rover return to Earth, where Putt-Putt reunites with his friends and introduces them to Rover.

Genre	Adventure
Mode	Single-player

Gameplay

Putt-Putt Goes to the Moon uses the same mechanics as its predecessor including Putt-Putt's glove box inventory window, Car Horn, Radio and Accelerator.

Release

The 3DO version of the game was shown at the Winter Consumer Electronics Show in Las Vegas around early January 1994.[2] Copies of the game came packaged with an activity book containing Math and English exercises plus a Putt-Putt pen.[3]

Reception

In April 1994, *Computer Gaming World* said that the game "offers a classic adventure experience for children (and adults)".[5]

The combined sales of *Putt-Putt Goes to the Moon*, *Putt-Putt Joins the Parade* and *Putt Putt Saves the Zoo* surpassed one million units by June 1997.[6]

Reception

Awards	
Publication	**Award**
Choosing Children's Software	1999 Best Picks for the Holidays Award[4]
Anders CD-ROM Guide	1997 Medallion Award[4]
Parents' Choice	1994 Honor Award[4]
Home PC	Top 100 Products[4]
Multimedia World	Best Children's Title[4]
The National Parenting Center	Seal of Approval[4]
MacUser	Four Mouse Award[4]
CD-ROM World	The CD-ROM 100 Best[4]
CES	1994 Innovations Showcase Award Winner[4]

References

1. Matulef, Jeffrey (2014-04-18). "Ron Gilbert's Humongous Entertainment adventures are now on Steam" (https://www.eurogamer.net/ron-gilberts-humongous-entertainment-adventures-are-now-on-steam). *Eurogamer*. Gamer Network. Retrieved 2026-07-02.
2. "Global Launch multiple brands more than 200 titles in Development" (http://www.textfiles.com/games/guru1-1.txt). *Game Guru - Volume 1, Issue 1*. March 1994. Retrieved November 4, 2017.
3. "Edutainment - Two of the Best" (https://archive.org/details/PC_Zone_15_June_1994/page/n91). *PC Zone*. No. 15. Future plc. June 1994. p. 91.
4. "Humongous Entertainment® Hall of Fame 1993-2000": 10. {{cite journal}}: Cite journal requires |journal= (help)
5. "Invasion Of The Data Stashers" (http://www.cgwmuseum.org/galleries/index.php?year=1994&pub=2&id=117). *Computer Gaming World*. April 1994. pp. 20–42.
6. *People* Staff (June 2, 1997). "The Little Car that Could" (https://web.archive.org/web/20180519064246/http://people.com/archive/picks-and-pans-main-bytes-vol-47-no-21/). *People*. Archived from

the original (http://people.com/archive/picks-and-pans-main-bytes-vol-47-no-21/) on May 19, 2018.

a. The Steam release was co-published by Tommo and Night Dive Studios.

External links

- *Putt-Putt Goes to the Moon* (https://www.mobygames.com/game//putt-putt-goes-to-the-moon) at MobyGames
- *Putt-Putt Goes to the Moon* at Humongous Entertainment (http://humongous.com/games/putt-putt-goes-to-the-moon/)

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